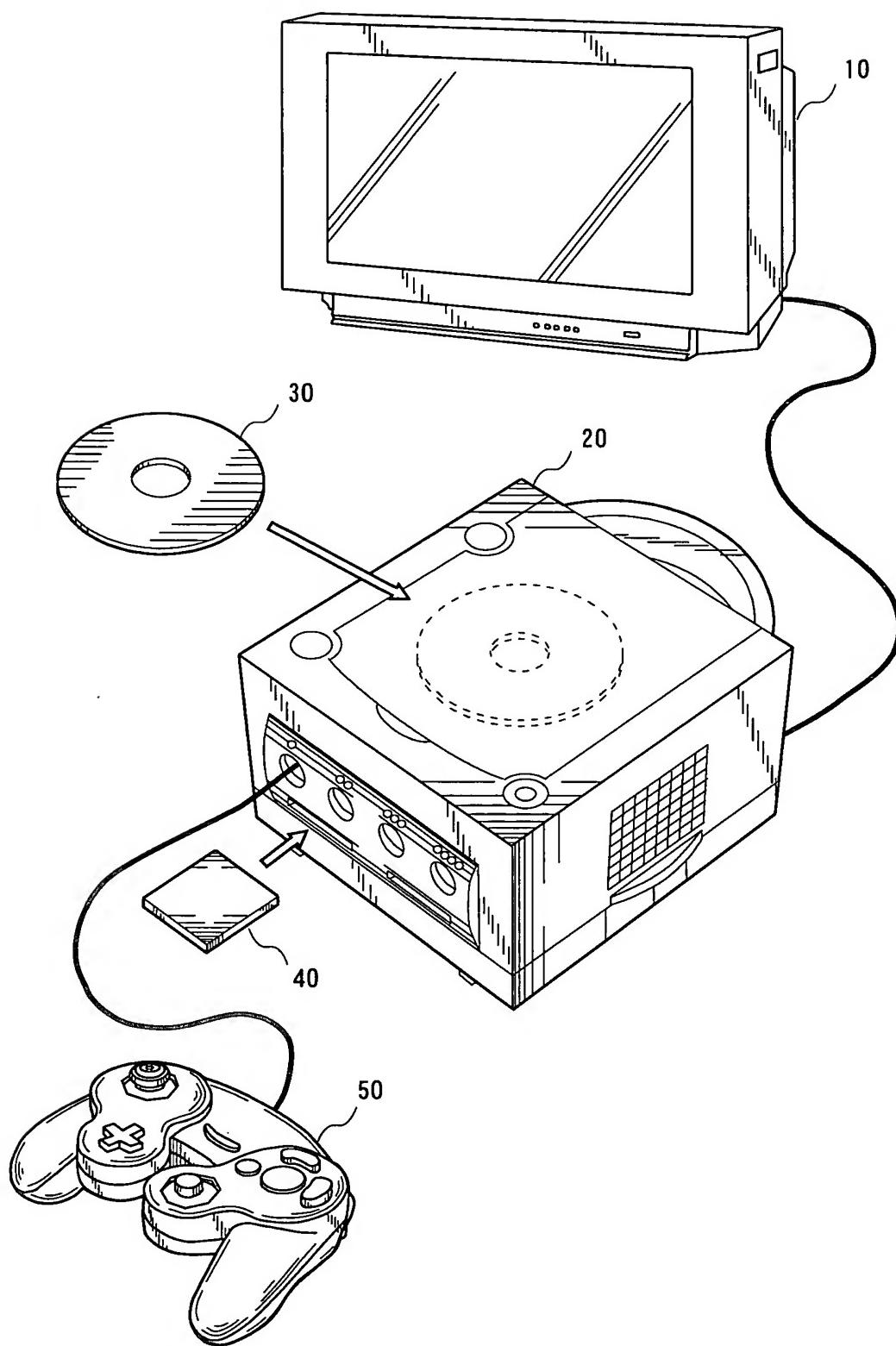
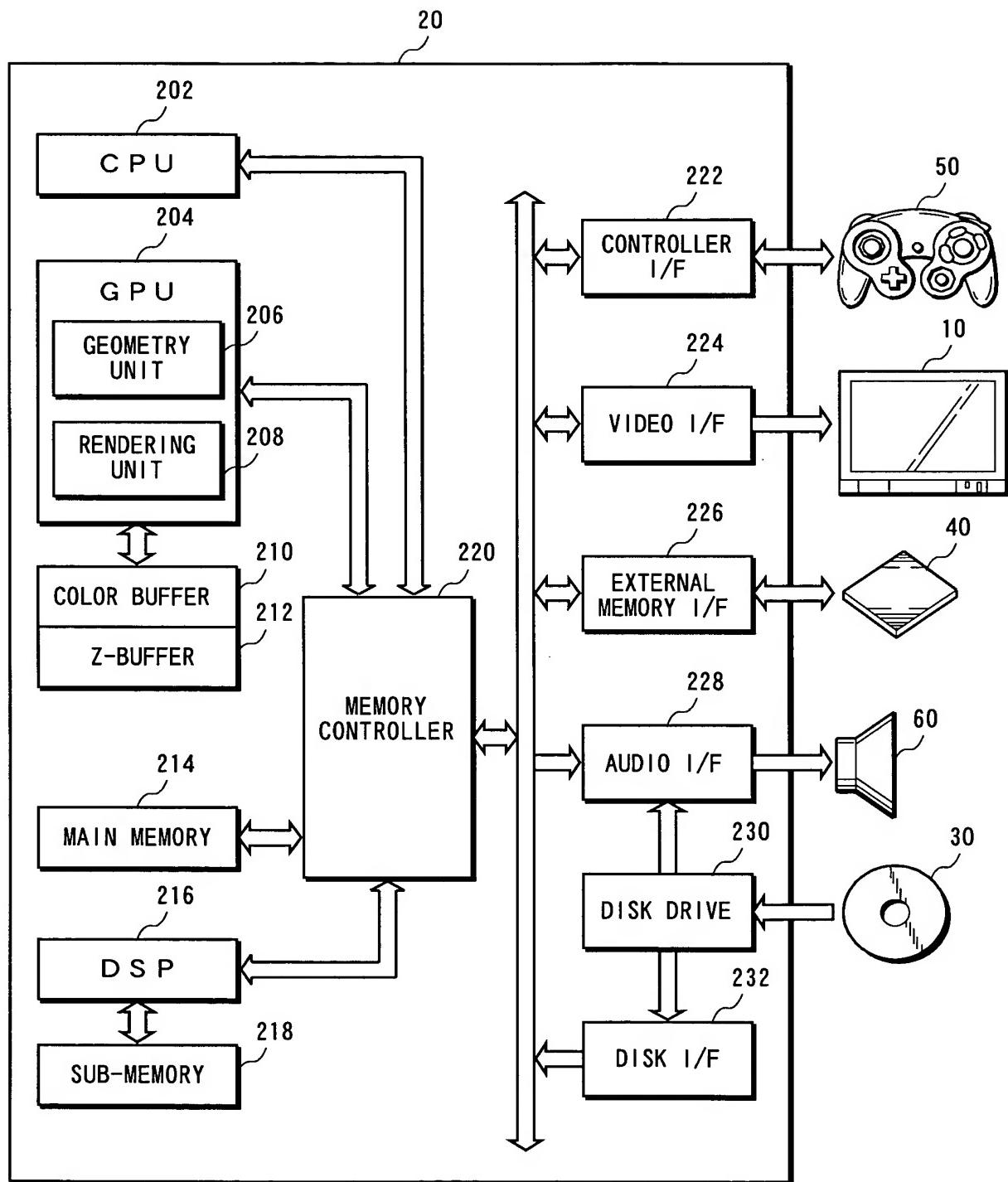


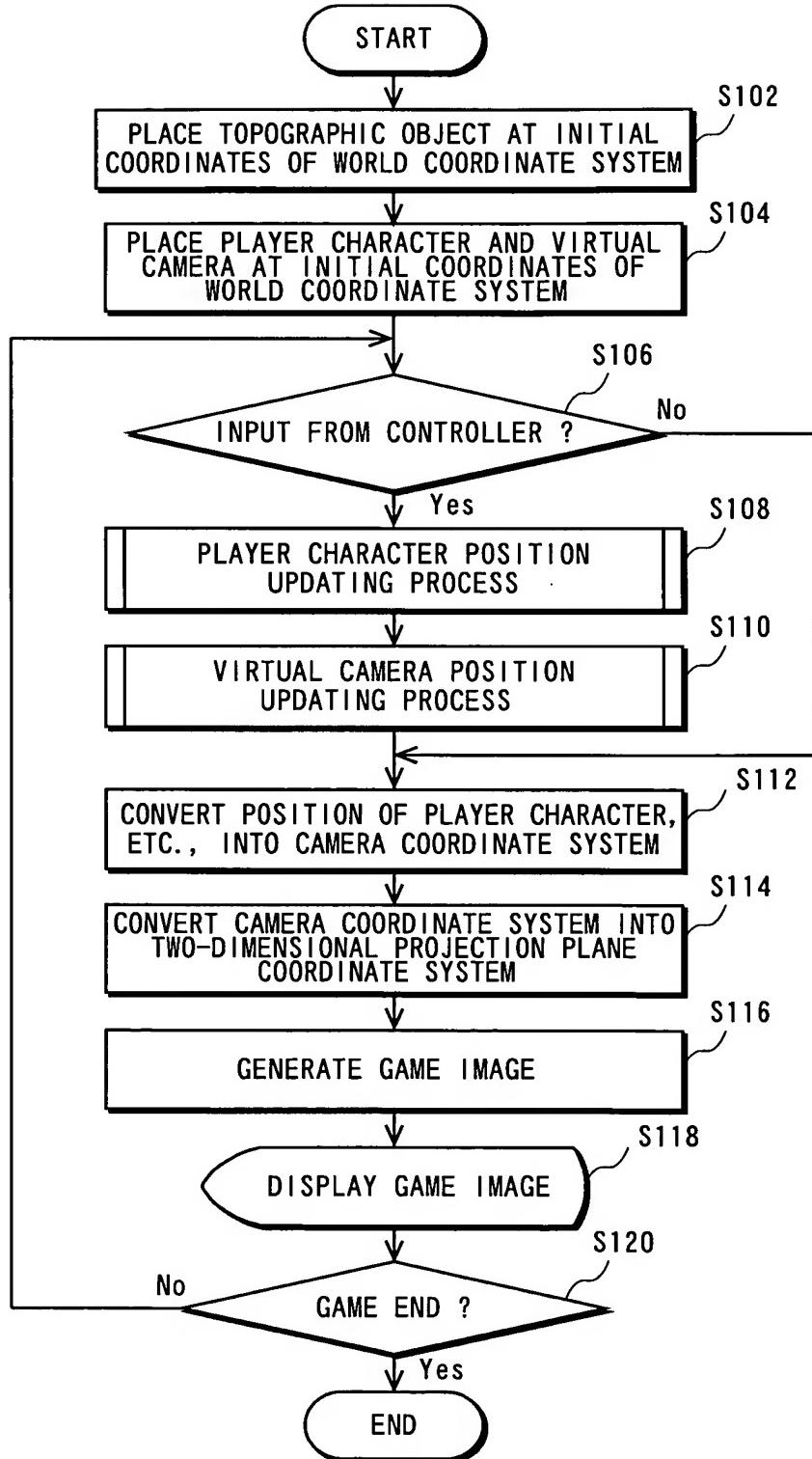
F I G. 1



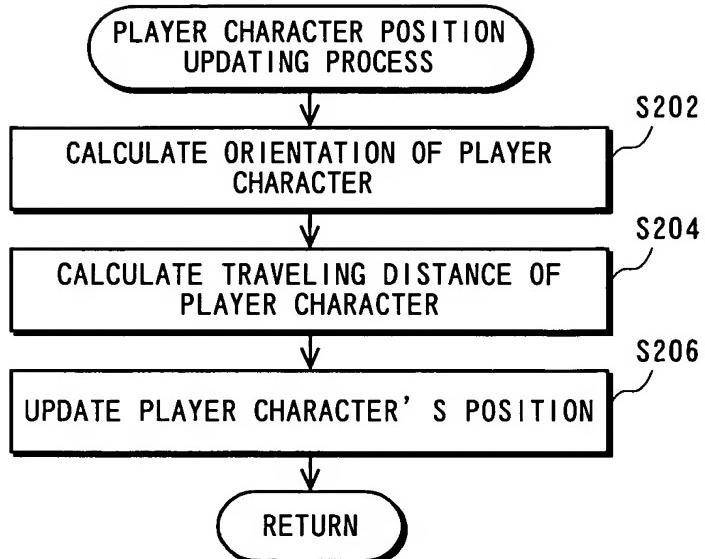
F I G. 2



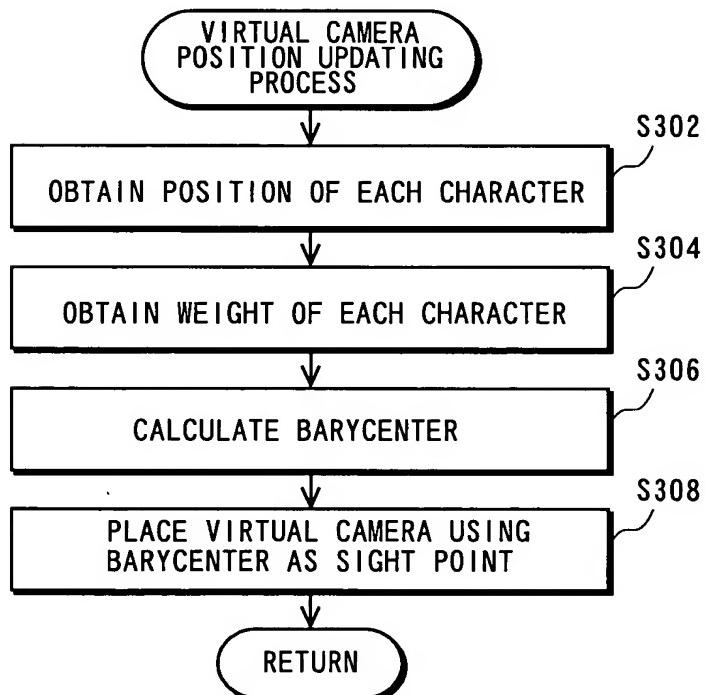
F I G. 3



F I G. 4



F I G. 5



F I G. 6

CHARACTER	WEIGHT	POSITION
PLAYER CHARACTER	10	(X _p , Y _p , Z _p)
FRIEND CHARACTER f a	1	(X _{fa} , Y _{fa} , Z _{fa})
FRIEND CHARACTER f b	1	(X _{fb} , Y _{fb} , Z _{fb})
FRIEND CHARACTER f c	1	(X _{fc} , Y _{fc} , Z _{fc})
FRIEND CHARACTER f d	1	(X _{fd} , Y _{fd} , Z _{fd})
FRIEND CHARACTER f e	1	(X _{fe} , Y _{fe} , Z _{fe})
⋮	⋮	⋮
ENEMY CHARACTER e a	3	(X _{ea} , Y _{ea} , Z _{ea})
ENEMY CHARACTER e b	3	(X _{eb} , Y _{eb} , Z _{eb})
ENEMY CHARACTER e c	3	(X _{ec} , Y _{ec} , Z _{ec})
⋮	⋮	⋮

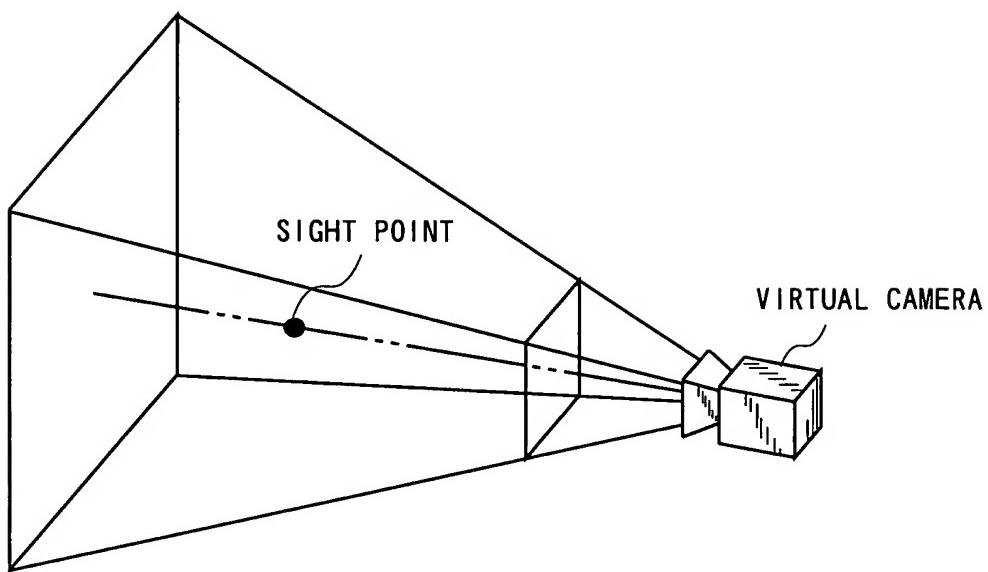
F I G. 7

CHARACTER	LEVEL OF IMPORTANCE
PLAYER CHARACTER	A
FRIEND CHARACTER f a	C
FRIEND CHARACTER f b	C
.	.
.	.
.	.
ENEMY CHARACTER e a	B
ENEMY CHARACTER e b	B
.	.
.	.
.	.

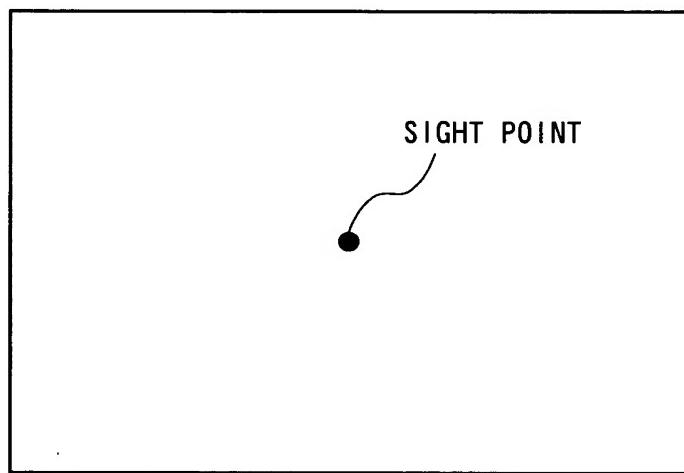
F I G. 8

LEVEL OF IMPORTANCE	WEIGHT
A	10
B	3
C	1

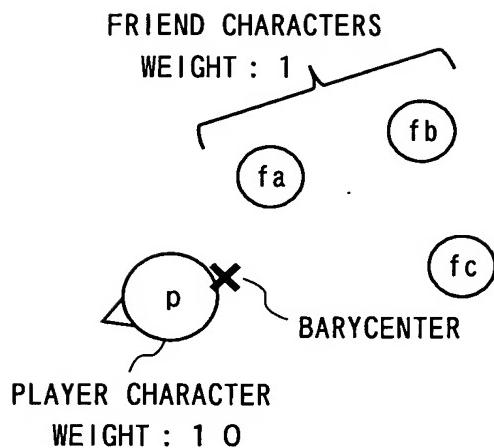
F I G. 9



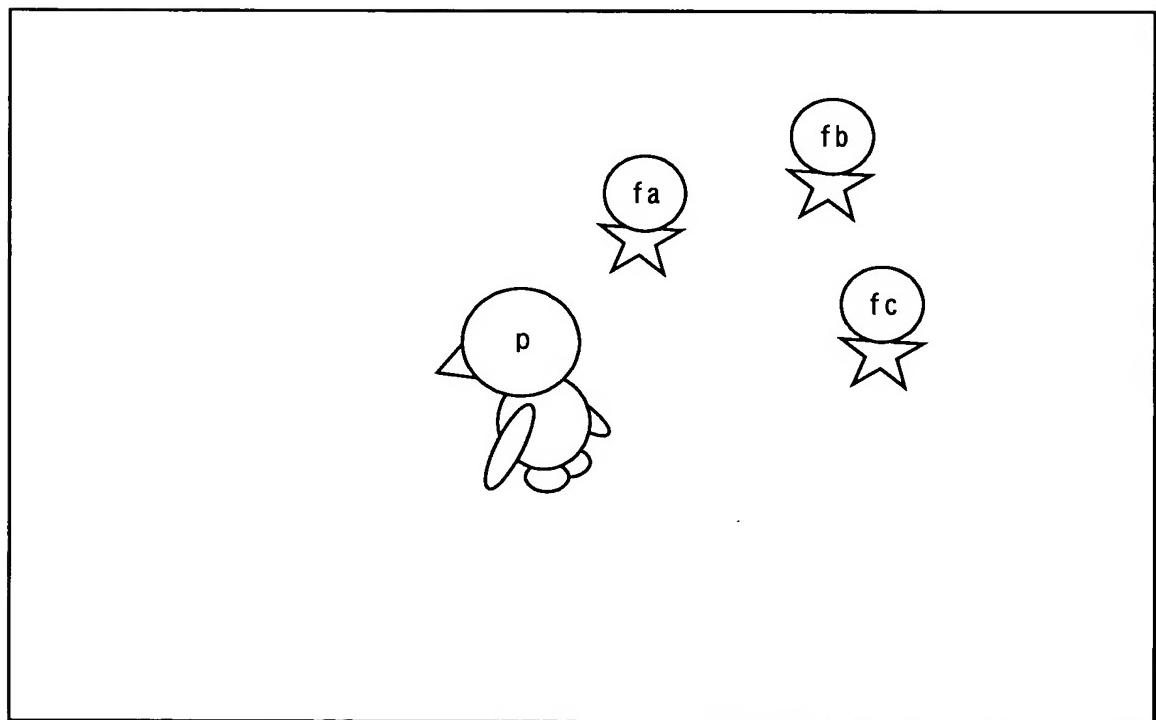
F I G. 10



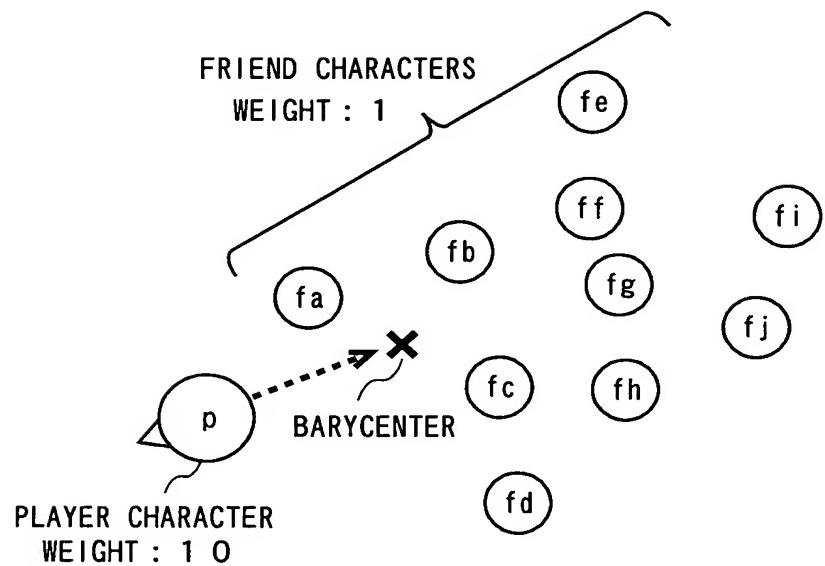
F I G. 1 1



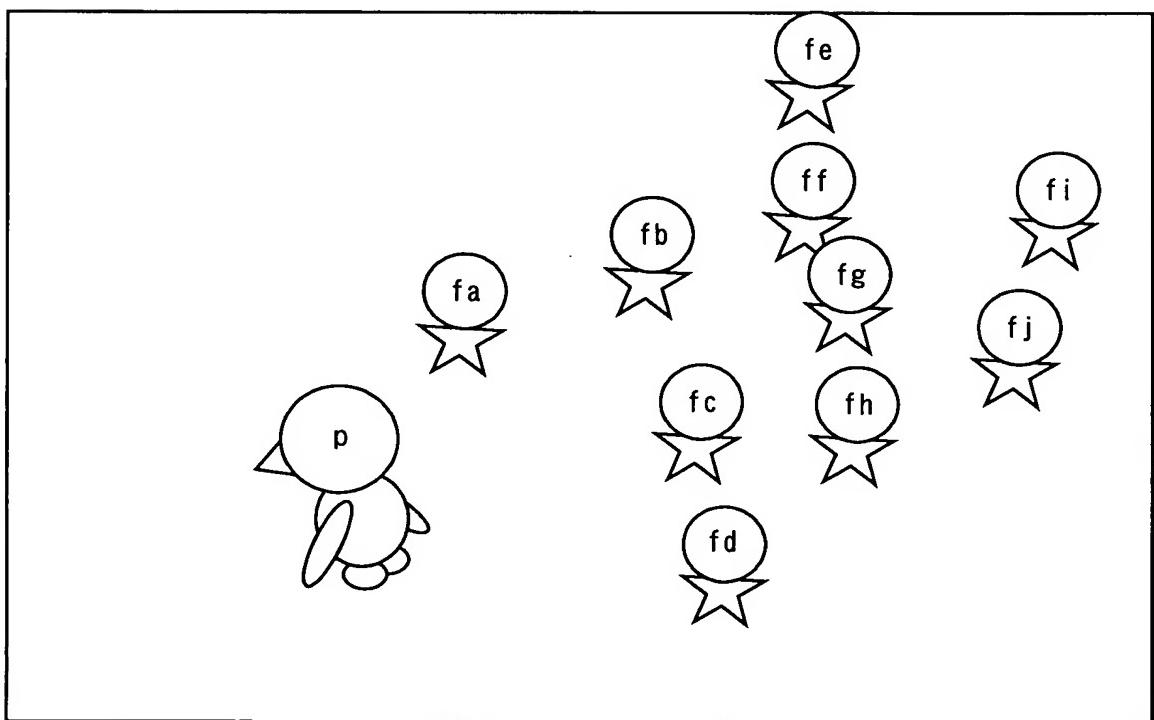
F I G. 1 2



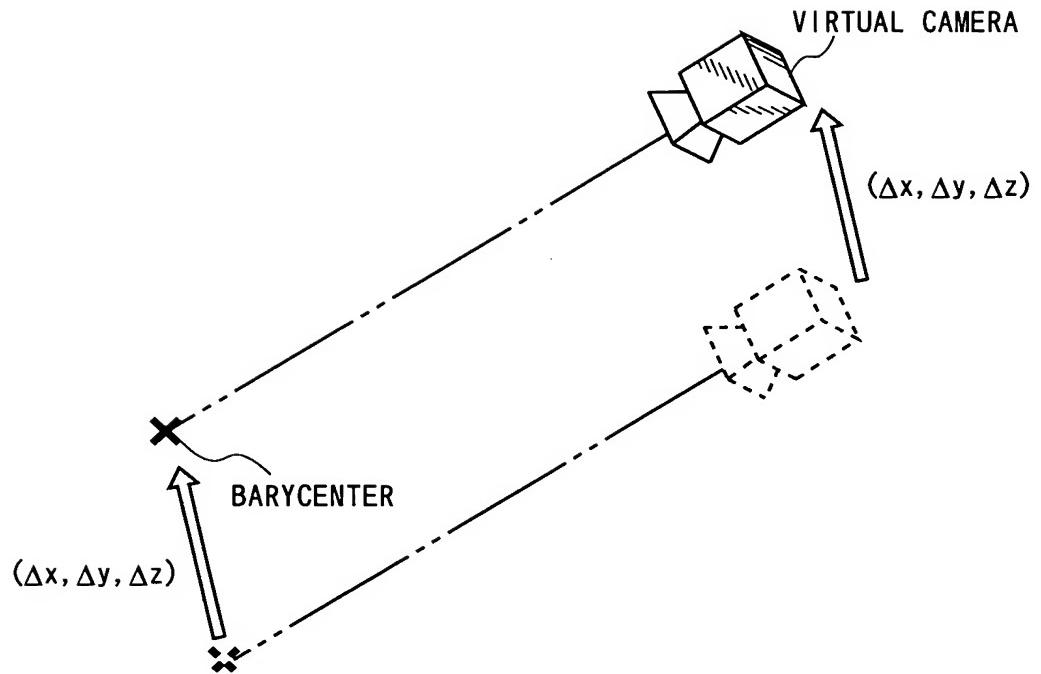
F I G. 1 3



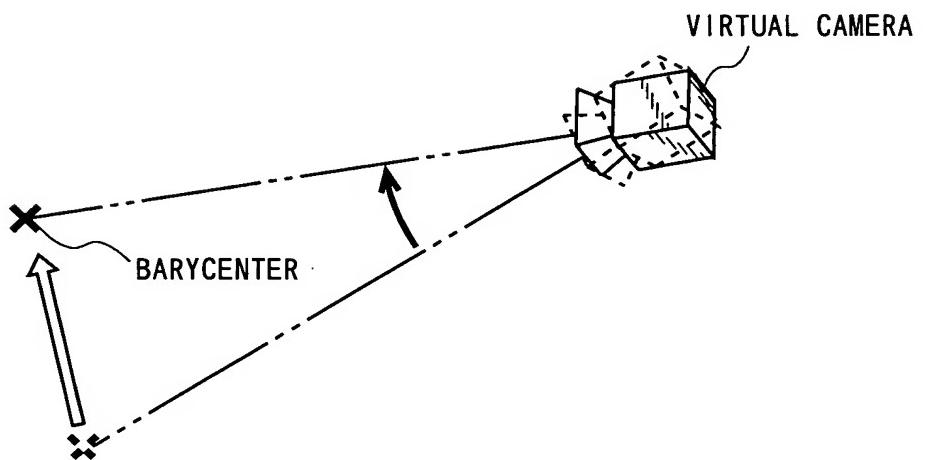
F I G. 1 4



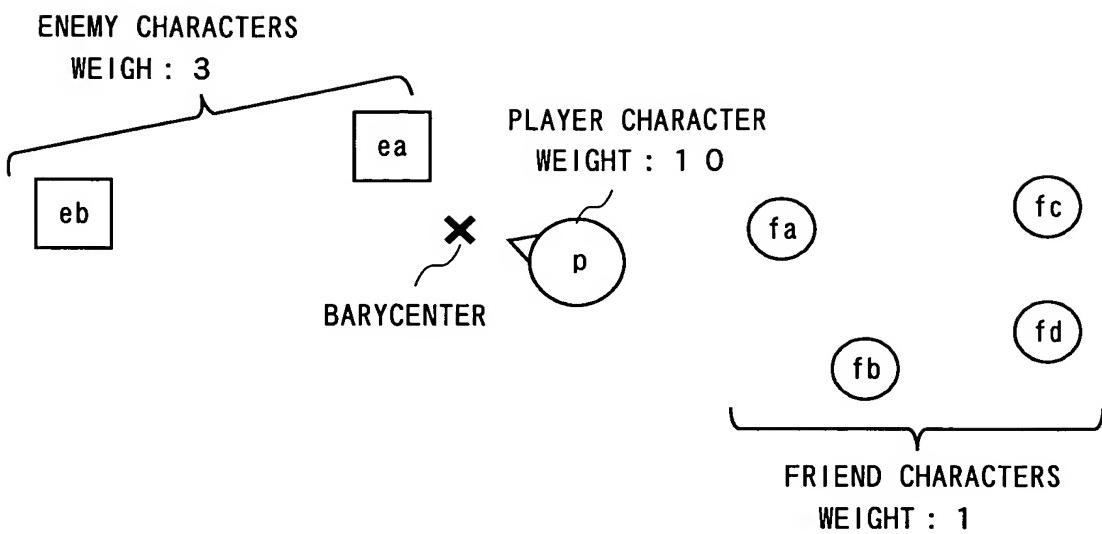
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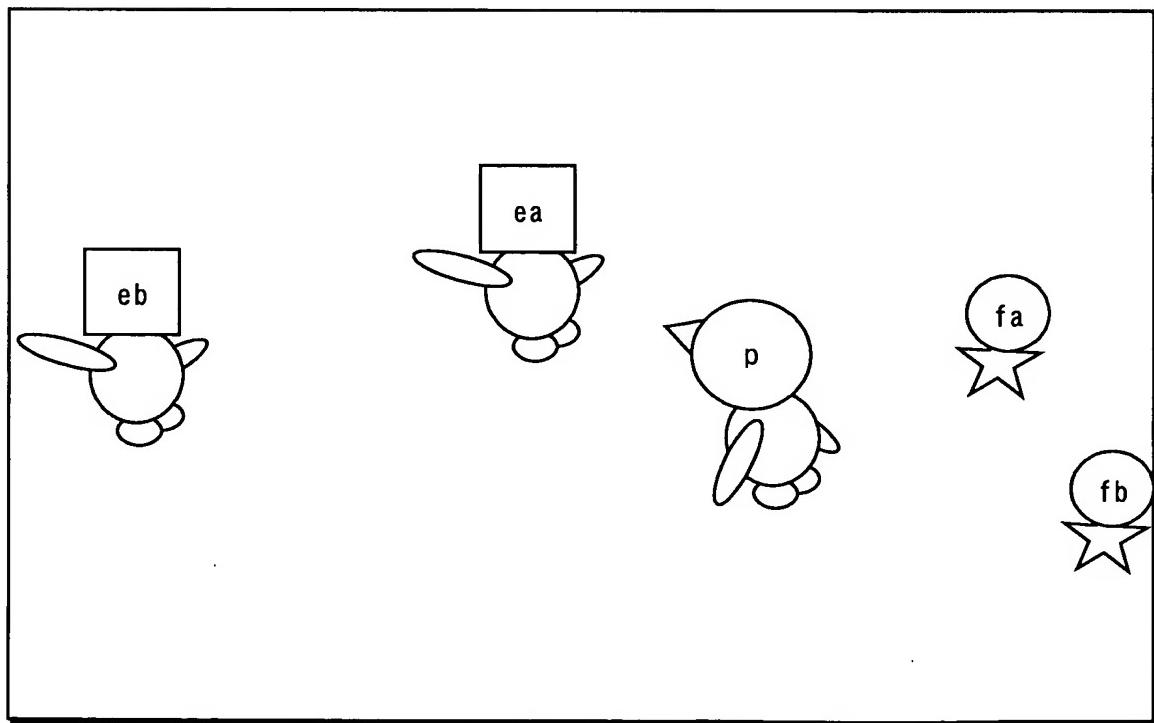
F I G. 1 6



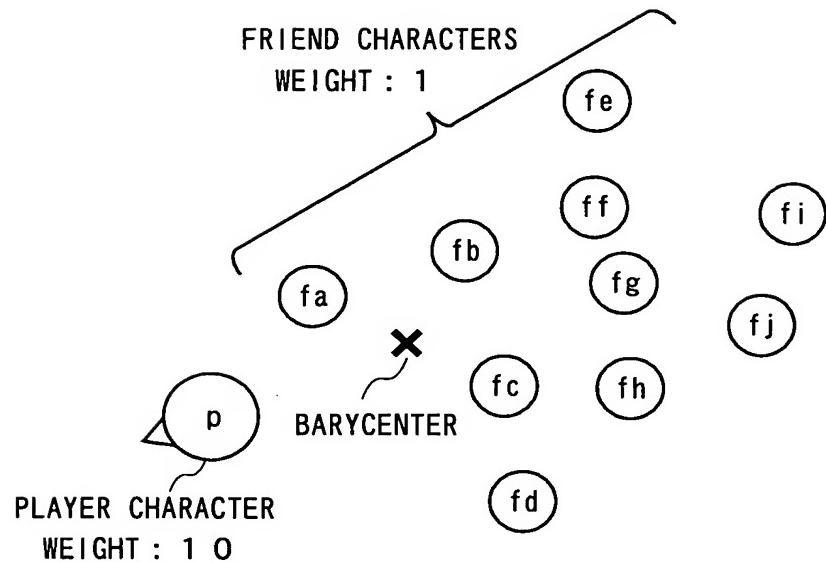
F I G. 17



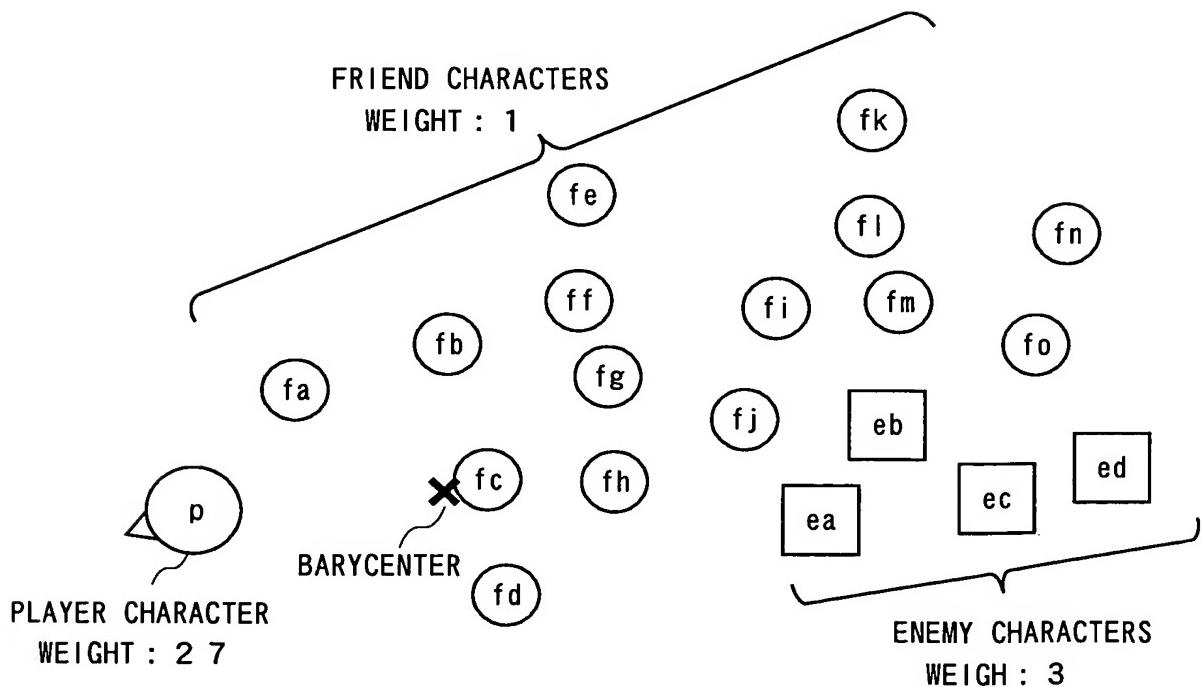
F I G. 18



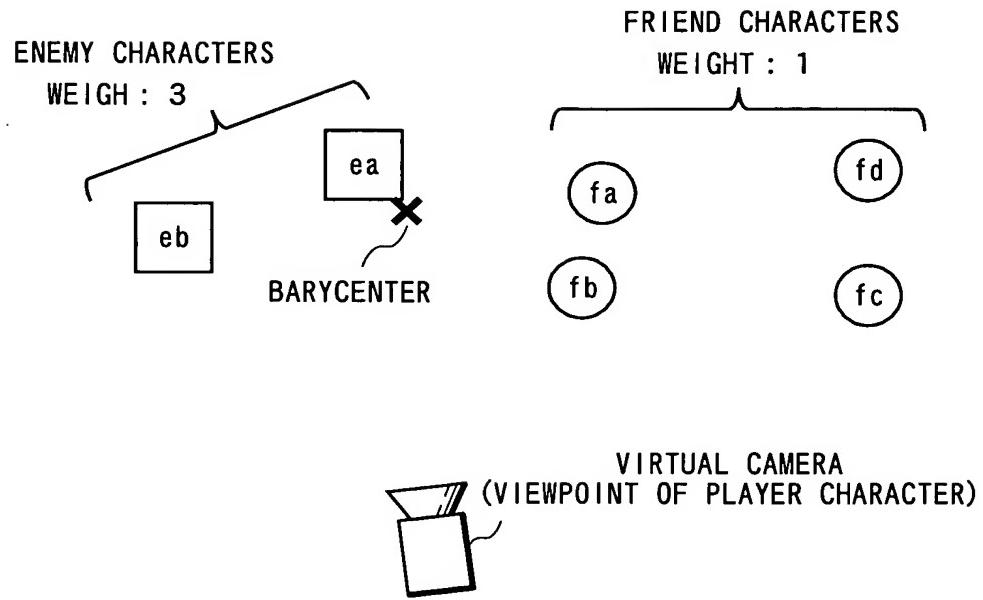
F I G. 19



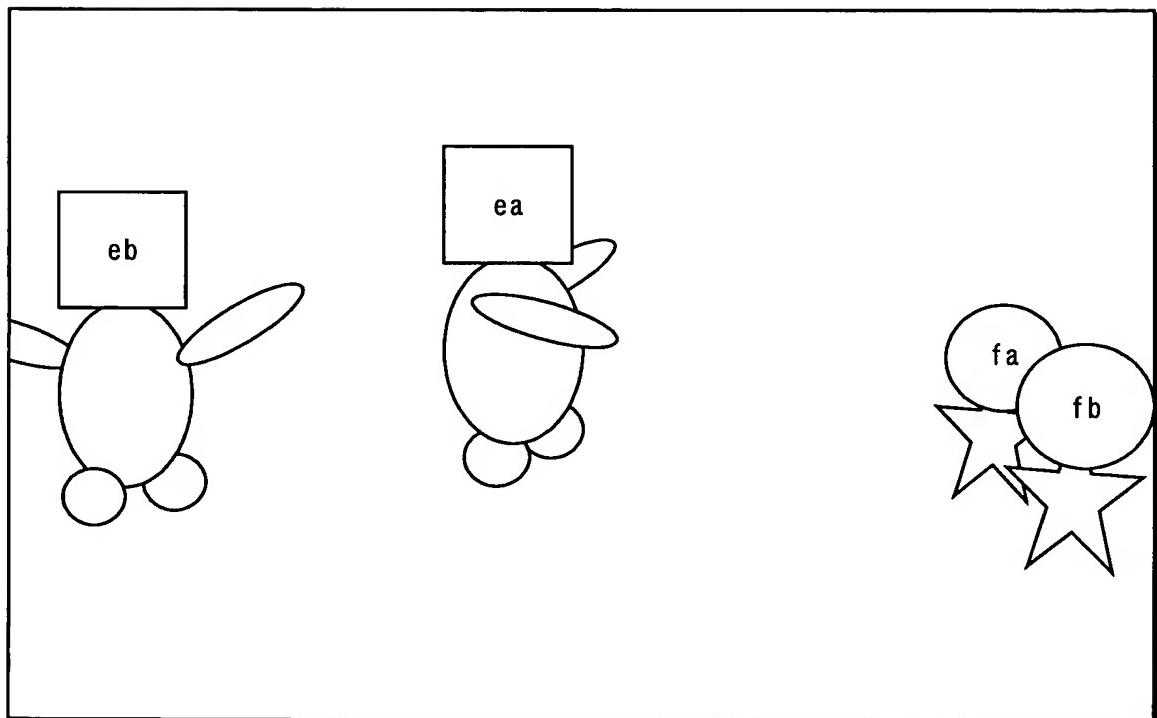
F I G. 20



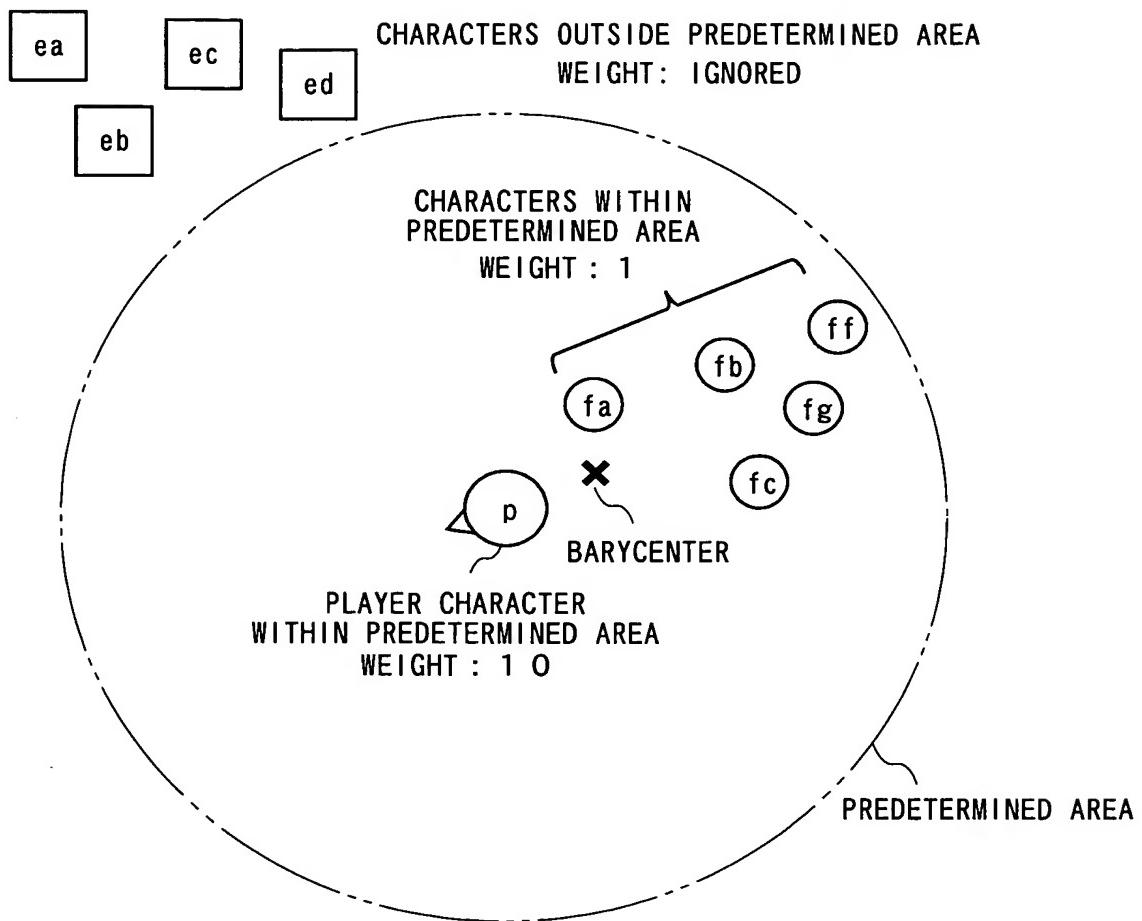
F I G. 21



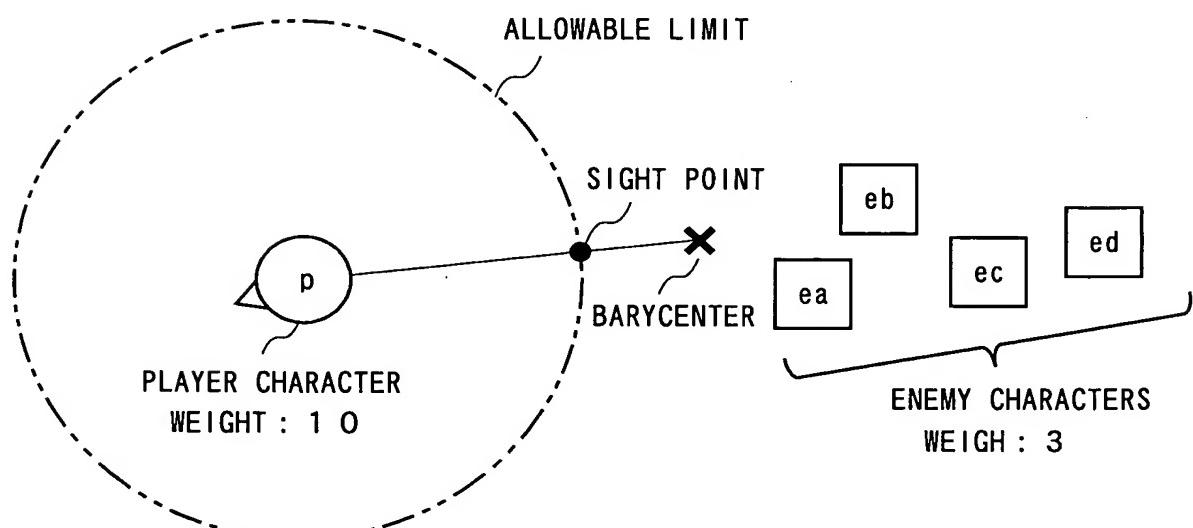
F I G. 22



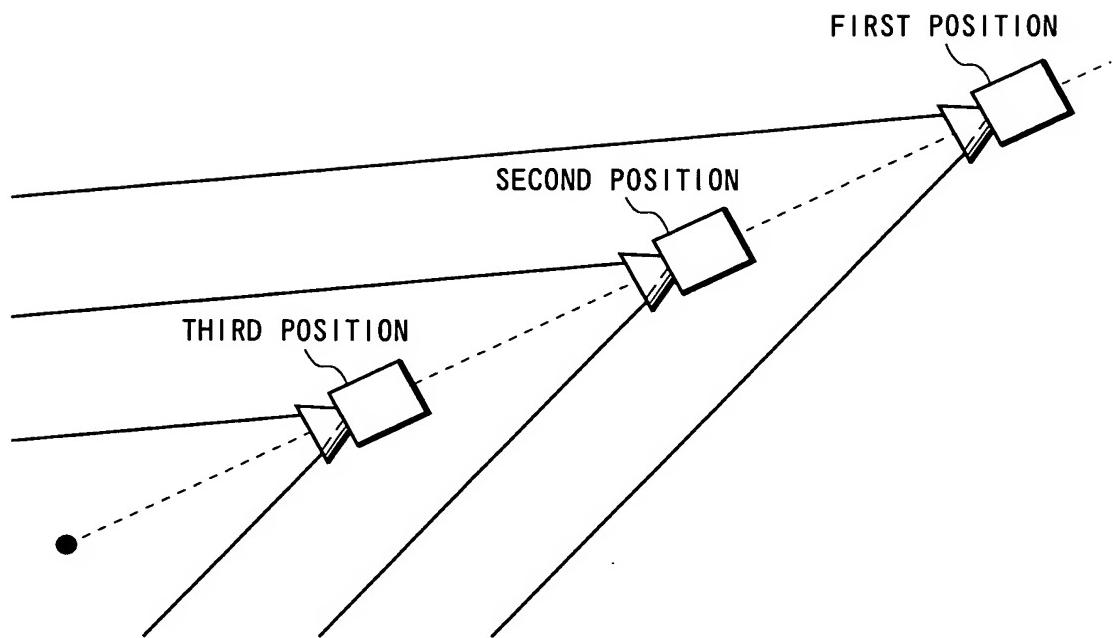
F I G. 2 3



F I G. 2 4



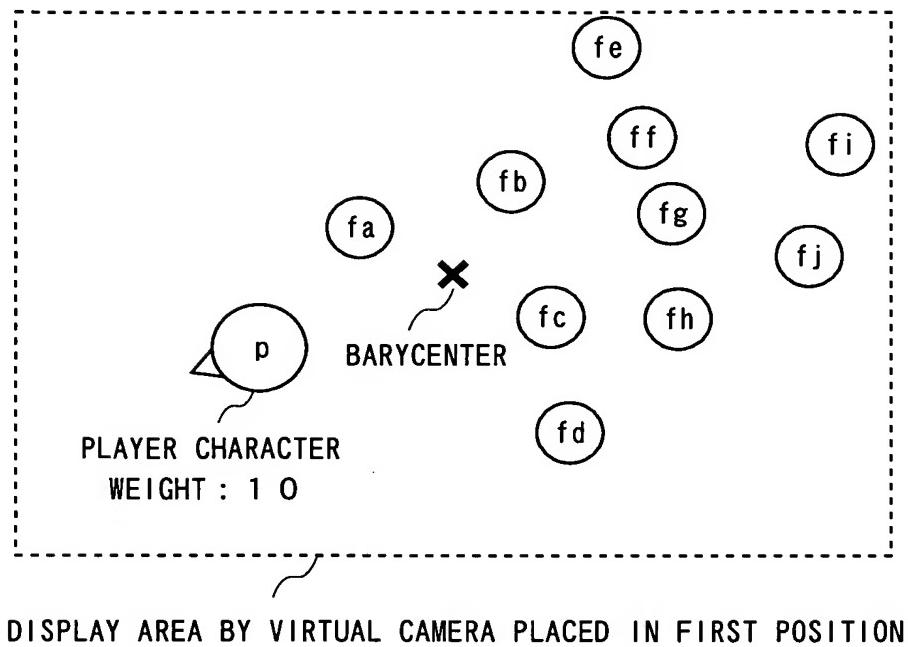
F I G. 25



F I G. 26

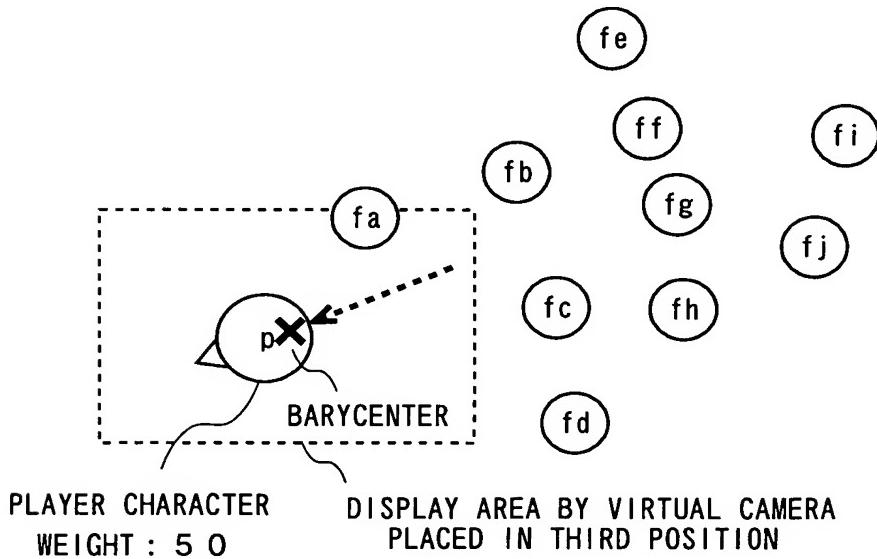
CHARACTER	POSITION OF VIRTUAL CAMERA	WEIGHT
PLAYER CHARACTER	FIRST POSITION	10
	SECOND POSITION	30
	THIRD POSITION	50

F I G. 2 7



D I S P L A Y A R E A B Y V I R T U A L C A M E R A P L A C E D I N F I R S T P O S I T I O N

F I G. 2 8



D I S P L A Y A R E A B Y V I R T U A L C A M E R A
P L A C E D I N T H I R D P O S I T I O N